



## Option Settings

**Table 1 Coin Option Settings**

Option	Available Settings
<b>Free Play</b>	No ♦      Yes
<b>Discount to Continue</b>	No ♦      Yes
<b>Game Cost</b>	1 coin 1 credit ♦ 2 coins 1 credit ... 8 coins 1 credit
<b>Bonus for Quantity Buy-in</b>	None ♦ 2 coins give 1 3 coins give 1 3 coins give 2 4 coins give 1 ... 9 coins give 2 9 coins give 3
<b>Right Mech Value</b>	1 coin counts as 1 coin ♦ 1 coin counts as 2 coins ... 1 coin counts as 7 coins 1 coin counts as 8 coins
<b>Left Mech Value</b>	1 coin counts as 1 coin ♦ 1 coin counts as 2 coins ... 1 coin counts as 7 coins 1 coin counts as 8 coins

♦ *Manufacturer's recommended settings*

### NOTE

*This label summarizes the option settings for the Pit-Fighter game. For all other information about the self-test, see the Pit-Fighter Operator's Manual, TM-357. The recommended settings (indicated below with a ♦ symbol) are shown in green on the monitor screen.*

**Table 2 Game Option Settings**

Option	Available Settings
<b>Difficulty Level</b>	Easiest, Way Easy, Very Easy, Medium Easy, Medium ♦, Medium Hard, Very Hard, Hardest
<b>Music in Attract (Mode)</b>	Yes ♦      No
<b>Auto Clear High Scores</b>	Yes ♦      No
<b>Clear High Scores Now</b>	Yes      No ♦
<b>Display FBI Screen</b>	Yes ♦      No

♦ *Manufacturer's recommended settings*